

Kashyap
Serial no. 09/753,267
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In the claims:

1. (currently amended) A method for maintaining connection between a first endpoint node and a second endpoint node in a computer network comprising:

placing the connection between the first endpoint node and the second endpoint node in a persist state, the first endpoint node being one endpoint of the connection and the second endpoint node being another endpoint of the connection, wherein the second endpoint node is a node with which the first endpoint node ultimately desires to be connected;

placing the second endpoint node in an inactive state, such that the second endpoint node does not attempt to send any data to the first endpoint node while in the inactive state;

rebooting the first endpoint node, such that the connection between the first endpoint node and the second endpoint node is maintained due to the connection being in the persist state and the second endpoint node being in the inactive state; and

reconnecting the first endpoint node and the second endpoint node.

2. (currently amended) The method of claim 1, further comprising, where the second endpoint node is no longer in the inactive state:

repetitively polling the ~~second~~ first endpoint node by the ~~first~~ second endpoint node; and
responding by a third node acting as an agent on behalf of the ~~second~~ first endpoint node to the polls.

3. (currently amended) The method of claim 1, further comprising:

requesting by the ~~second~~ first endpoint node that the ~~first~~ second endpoint node keep the connection open for a predetermined amount of time; and
maintaining the connection for that predetermined amount of time.

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4. (currently amended) The method of claim 1, further comprising activating a connection between ~~[[a]]~~ the first endpoint node and a fourth node during a shutdown rebooting of the first endpoint node.

5. (original) The method of claim 1, wherein the network utilizes UDP protocol.

6. (currently amended) The method of claim 1, wherein the first endpoint node is a mobile node. A method for maintaining a connection between a node and a network, comprising:
~~— requesting an agent to respond on behalf of the node;~~
~~— providing connection information to the agent; and~~
~~— placing the node in an inactive state.~~

7.-8. (cancelled)

9. (currently amended) A system for maintaining connection between a first endpoint node and a second node endpoint in a computer network, comprising:

means for placing the connection between the first endpoint node and the second endpoint node in a persist state, in which the first node repetitively polls the second node the first endpoint node being one endpoint of the connection and the second endpoint node being another endpoint of the connection, wherein the second endpoint node is a node with which the first endpoint node ultimately desires to be connected;

~~means for responding by third node on behalf of the second node to the polls, such that the first node maintains the connection; and~~

means for placing the second node in an inactive state, such that the second endpoint node does not attempt to send any data to the first endpoint node while in the inactive state;

means for rebooting the first endpoint node, such that the connection between the first

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endpoint node and the second endpoint node is maintained due to the connection being in the persist state and the second endpoint node being in the inactive state; and
means for reconnecting the first endpoint node and the second endpoint node.

10. (currently amended) The system of claim 9, further comprising:
means for reactivating the second endpoint node; and
means for reactivating the connection between the second endpoint node and the first endpoint node.

11. (currently amended) The system of claim 9, further comprising a means for creating (activating) a connection between a the first endpoint node and a fourth node during a shutdown of the first endpoint node.

12. (currently amended) The system of claim 9, wherein the network utilizes UDP protocol.
A system for maintaining connection between a node and a computer network comprising:
~~— means for requesting an agent to respond on behalf of the node;~~
~~— means for transferring connection information to the agent; and~~
~~— means for placing the node in an inactive state.~~

13. (currently amended) The system of claim 9, wherein the first endpoint node is a mobile node. ~~The system of claim 12, further comprising: means for reactivating the node; and means for requesting the agent to stop responding on behalf of the node.~~

14. (currently amended) The system of claim 9, further comprising means for repetitively polling the first endpoint node by the second endpoint node where the second endpoint node is no longer in the inactive state. ~~The system of claim 12, wherein the node is mobile.~~

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15. (currently amended) An article for maintaining connection between a first endpoint node and a second endpoint node in a computer network system comprising:

a computer readable signal bearing medium;

means in the medium for placing the connection between the first node and the second node in a persist state, ~~in which the first node repetitively polls the second node~~ the first endpoint node being one endpoint of the connection and the second endpoint node being another endpoint node of the connection, wherein the second endpoint node is a node with which the first endpoint node ultimately desires to be connected;

~~means in the medium for responding by third node on behalf of the second node to the polls, such that the first node maintains the connection; and~~

means in the medium for placing the second node in an inactive state, such that the second endpoint node does not attempt to send any data to the first endpoint node while in the inactive state;

means in the medium for rebooting the first endpoint node, such that the connection between the first endpoint node and the second endpoint node is maintained due to the connection being in the persist state and the second endpoint node being in the inactive state; and

means for reconnecting the first endpoint node and the second endpoint node.

16. (currently amended) The article of claim 15, further comprising:

means in the medium for reactivating the second endpoint node; and

means in the medium for reactivating the connection between the second endpoint node and the first endpoint node.

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17. (currently amended) The article of claim 15, further comprising means in the medium for activating a connection between the first endpoint node and a fourth node during a shutdown of the first endpoint node.

18. (currently amended) The article of claim 15, wherein the network utilizes UDP protocol.
~~An article for maintaining connection between a node and a computer network comprising:~~

- ~~—— a computer readable signal bearing medium;~~
- ~~—— means in the medium for requesting an agent to respond on behalf of the node;~~
- ~~—— means in the medium for providing or transferring connection information to the agent;~~
- and
- ~~—— means in the medium for placing the node in an inactive state.~~

19. (currently amended) The article of claim 15, wherein the first endpoint node is a mobile node. The article of claim 18, further comprising:

- ~~—— means in the medium for reactivating the node; and~~
- ~~—— means in the medium for requesting the agent to stop responding on behalf of the node.~~

20. (currently amended) The article of claim ~~18~~ 15, wherein the medium is selected from the group consisting of: a recordable data storage medium; and a modulated carrier signal.